

LIVE[®]
STUDIOS
INC

presents



The Future Classics Collection consists of five games that can be played by one player alone, two players alternately, two players simultaneously, or one player against one of our three computer personalities. Enjoy full-screen play for the single player or a special "split screen" for head-to-head competition. Each game has 12 to 50 or more levels for single play and/or competition play.

AMIGA VERSION

Design & Graphics:
Curt Toumanian

Programmers:
"Echidna"

Juan Alvarado, Richard G. Marquez & Gregg Tavares

BEFORE STARTING GAMES

The master disk is "write protected," so if you run the game from the master copy, the high scores, competition games, and player information will not be saved.

Do not "write enable" your master disk. You should play the game using a working copy. You can create a working copy using standard CLI commands. Refer to your computer operating manual if you need further instructions.

This instruction manual, code book and software are copyrighted and may not be copied, duplicated or reproduced in any part except to load the software into your computer as a working copy for your personal file *only*.

LOADING THE GAME

1. You can insert your working copy of Future Classics Collection at the workbench prompt. Or, if you have more than 512 K, you can run the game from your workbench by opening the Future Classics disk icon on your workbench and then opening the Future Classics game icon.
2. A screen will come up requesting a number from your Software Security Code Book. User Instructions are on the back of your Code Book.

HARD DISK INSTALLATION

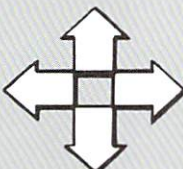
The Future Classics game can be installed on your hard disk. To do this from the workbench, drag the Future Classics drawer from the Future Classics game disk onto your hard disk.

KEYBOARD 1



0 or 5

JOYSTICK 1 OR 2



(JOYSTICK)
BUTTON



KEYBOARD 2



Shift or S

All movements of your joystick or keyboard will move your man or the objects in the game. Joystick or keyboard control is optional.

Keyboard 1 and 2 keys marked button are equivalent to joystick button.

 LEFT
AMIGA KEY

 RIGHT
AMIGA KEY

Please send in the product registration card with your comments. We want to know what you think. We will also put you on our mailing list for future release dates of all new LIVE Studios games, special offers and other useful information from LIVE Studios, Inc.

NOTE: This instruction manual, code book and Future Classics Collection software are registered and copyrighted 1990 by LIVE Studios, Inc., with all rights reserved.

SAVING CHANGES

While playing the Future Classics Collection, none of your edits or high scores for any game will be saved to the disk until you select "EXIT GAME" from the main menu.

SELECTING A MENU ITEM

Use controller one to move the red selector box over the item you wish to select. Then press the button.

SINGLE PLAYER GAME

One player can play a full screen version of each game.

1. Select "SINGLE PLAYER GAME" from the main menu.
2. Select the name of player one. To enter a new name, select a "BLANK" entry and type the player's name, then press <ENTER>.
3. Select the game you want to play.

TWO PLAYER GAME

Two players can play a full screen version of each game, one player at a time.

1. Select "TWO PLAYER GAME" from the main menu.
2. Select player one. Select player two.
3. Select the game you want to play.

COMPETITION GAME

A "Competition Game" is a series of games you play against an opponent simultaneously on a split screen. Both players try to be the first to complete each of the games that come up during the competition. The player with the highest score at the end is the winner.

1. Select "COMPETITION GAME" from the main menu.
2. Select the competition you want to compete in.
3. Select player one. Then select player two or select "COMPUTER" to play against one of the three computer characters.

SAVING A COMPETITION

Save a competition that you have not finished to continue at a later time.

1. Select "SAVE COMPETITION" from the competition total menu. If you are in a game, press <ESC>, then select "SAVE COMPETITION." The game you were

playing will start over when you continue.

2. Select a "BLANK" entry or write over an existing file.

CONTINUING A SAVED COMPETITION

1. Select "LOAD COMPETITION" from the main menu.
2. Select the saved competition that is the series you want to continue.

EDITING A PLAYER'S NAME

1. Select "EDIT PLAYER NAMES" from the main menu.
2. Select a "BLANK" entry or write over an existing name. Use the back arrow key to erase mistakes, then press <ENTER>.

EDITING A COMPETITION

Your Future Classics game comes with six predesigned competitions. You can also create your own competitions.

1. Select "EDIT COMPETITION" from the main menu.
2. Select the competition that you want to edit. The list of games in the competition you select will appear on the right side of the screen.
3. To change an item, use the controller to move the selector over the item you want to change. Then push and hold the button while you use the left/right, up/down controls to change that item.
4. Select "SAVE EDIT" to save the changes.

VIEWING THE HIGH SCORES

1. Select "SEE HIGH SCORES" from the main menu.
2. Pick the game for the high scores you want to see. You can also select "PLAYER STATS" to see the individual high scores of each player.

CHANGE OPTIONS

1. Select "RE-CONFIGURATION" from the main menu to select new joystick or keyboard settings.
2. To turn sound on or off, press <F1>.
3. To skip the title sequence, press the <ESC> key or button one.
4. To pause or quit a game, press the <ESC> key, then select "RESUME" or "QUIT GAME."

DISKMAN



Object: Back up your computer disks! Collect as many disks as you can, avoid all hazards along the way and insert the disks into the disk drive. Collect more disks for a higher score. Once you have placed one good disk into the drive, the exit doors will open allowing you to go on to the next level. You will have to start each level over if you lose your man or time runs out.

Single Player: You must complete each level before you can go on to the next level. High score is a total score of all levels completed.

Two Players: Same as the single player game but the two players take turns.

Competition Play: You must complete a maze before your opponent does or before you lose all your men in order to add the score to your competition total score.



Energy Plug - This is where your man will appear. When he runs out of energy, just recharge by running back over a plug.



Bugs - Bugs will kill your man!



Munchers - Watch out for the munchers because they'll munch on any disk in their path!



Bombs - The bombs will blow your man away.



Magnets - Magnets are attracted to your man. Getting too close will zap any disk!



Virus - Beware of the spreading virus!



Timebombs - They will blow up at a set time and destroy anything directly next to them.



Debug Ball - You can push the balls around to destroy bugs, munchers, etc. They will set off dynamite and

timebombs. Be careful not to get run over by one yourself!



Dynamite - The dynamite is like the timebomb, but you can push the dynamite. It can be exploded by pushing "Debug Ball" into it. Be careful when pushing the dynamite around!



Keys & Doors - Pick up a color-coded key to get through the door of the same color. You are safe when standing in a doorway.



Disks - You can hold up to five disks.



Disk Drive - This is where you have to insert your disks. Inserting one good disk will open the exit door to the next level.



Diamonds & Rubies - These are worth extra points. Pick up as many as you can to get the highest score.



To move Debug Ball or Dynamite, face the item, push and hold the button to grab the item. Then move your control in the direction you want the item to go. When all is hopeless, player one press left Amiga key and player two press right Amiga key. Walk your man directly into the disk drive to load your disks. Pressing the plus or minus key will take you back and forth through the levels you have already completed.

TANKBATTLE



Object: Work your way across the battlefield, find and capture the opposing coat of arms, and bring it back to your base.

Single Player: You will have a set number of missiles to use to find and capture the computer's coat of arms. Finish your mission before the time runs out to get bonus points. Conserve your missiles. Any missiles left over will be added to your allotment of missiles on the next level.

Two Players: Same as the single player game but the two players take turns.

Competition Play: Be the first to bring your opponent's coat of arms back to your base or destroy all of your opponent's tanks. You will get bonus points for time left and for the number of tanks you have left.



Tanks - Your tank will hold 12 missiles and can withstand four missile hits.

Your tank will run out of fuel, so watch your fuel gauge to make sure you have enough fuel to make it back to your base. Returning to your base will repair your tank and reload it with missiles and fuel. If your tank runs out of fuel and missiles, it will self-destruct.



Coat of Arms - This is the color-coded symbol that identifies each player. Capture the coat of arms in your opponent's silos and bring it back to your base.



Silos - There are two different silos. They are marked by the coat of arms symbol. These hold your coat of arms. If there is more than one of your silos on the battlefield, only one will actually have the coat of arms in it.



Turret Silos - These are computer controlled to aim and fire when they lock in on your tank.



Supply Trucks - The supply truck will bring supplies for your tank.



Supply Crates - To get more missiles and fuel, run your tank over your crate.



Deflectors - These will deflect your missiles.



Lasers - A laser beam will shine until it hits an object. It will cause damage to your tank.



Tracking Mines - Tracking mines get launched from the mine holes on the battlefields. These will seek out and cause damage to your tank.



Blocks - The block walls cannot be destroyed. A tank can pass over one when it goes down. Plain blocks move randomly. The blocks with the coat of arms symbol on them will move down only for their own tank.



Reload Light - This light flashes red, then yellow, after you fire a shot. If you try to fire another shot before the light goes green, a missile will not be fired and this will cause some small damage to your tank.

Press and release the button to fire missiles. Press and hold the button then turn for turret movement. In single player game *only*, you can trade extra tanks for more missiles by pressing the <F5> key. (See page 2 for keyboard and joystick controls.)

LOST 'N MAZE

Object: Quickly travel through the corridors until you locate the exit. Pick up treasures along the way that can help you find your way out. You may need to find keys to get through the locked doors.

Single Player: Don't waste time since your bonus is counting down. Use whatever means you can to help you find the exit. Your high score is totaled for all the mazes played.

Two Players: Same as single player game with the two players taking turns.

Competition Play: Two players race through the maze looking for the exit. Use treasures to help speed you on your way and to slow your opponent down. Find your way out before time runs out to earn maximum points. Points are awarded to both players based on how close each player is to the exit. Earn additional points by finding bonus treasures before your opponent does. You will lose the Stop Spell, Slow Spell, Zapper or Bonus Points unless you find them first.



X Marker - This places a marker to mark your path. The marker will appear on the floor as well as on the map. It may only be picked up by the one who used it. This symbol is located at the bottom of the screen and has unlimited use for each player.



Question Mark - This symbol allows you to view the part of the maze that you have already been through. It is located at the bottom of the screen for both players. It may be used at any time.



Keys & Doors - Find the color-coded key to get through the matching lock to open the door and continue through the maze. There is a set of keys for each player.



Stop Spell - This symbol is a red light. You may use this spell to stop the other



player from moving for a limited time.

Slow Spell - This yellow light will slow your opponent down for a certain time period.



Crystal Ball - The Crystal Ball allows the player to view the entire maze and find the exit faster. *Very valuable!*



Zapper - This twin lightning bolt allows you to steal one item from your opponent. It may be used whenever your opponent has an item you would like to take from him.



Treasure Chests - These contain all the objects found within the maze as well as bonus points. The chests will disappear once they have been found.



Arrow Sign - When used, the arrow will point the way to the exit.

Press the button to use the special menu items located at the bottom of the screen. Position the cursor over the item you want to use and press the button again. To cancel the selection, move the control up or down. (See page 2 for keyboard and joystick controls.)

DIET RIOT



Object: To put all junk food stores out of business, have your man gather all the food crates for each store and throw them into the dumpster. Once the store is closed, no food will be produced. Beware of junk food lurking for a healthy victim. Eating too much junk food will kill you. Good fruits and healthy exercise will help lose unwanted pounds. *Caution: Exercising too quickly can be stressful to your heart!*

Single Player: Keep slim and keep going. Play as many levels as you can without killing off all your men.

Two Players: Same as the single player game with two players taking turns.

Competition Play: Each player will play until the level is finished or you run out of men. Bonus points will be awarded to the winner at the end of the level, based on the number of men remaining.



Beating Heart - Your man will appear at the Beating Heart symbol when you press button one.



Junk Food - Junk food comes in a variety of shapes and sizes. All junk foods are harmful to you and will increase your weight each time they are eaten.



Junk Food Stores - These are the stores that will keep producing deadly Junk Food until they are put out of business!



Food Crates - Must be thrown into the dumpster in order to put the stores out of business. When in good shape you can carry three crates. The more weight you gain, the fewer crates you can carry.



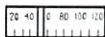
Dumpster - The food crates must be thrown into the dumpster in order to put the store out of business.



Fruit - The good fruits will help prevent you from craving all the junk food that is roaming around. They will also reduce your weight if you are a little heavy on the scale and they just might save your life.



Bench Press - Exercise is the key to staying alive in Diet Riot. To regain your slim form, you must work out! The more you eat, the more you will need to exercise. You must drop crates to exercise. Keep an eye on your scale. When you have reached your minimum weight, stop exercising by pressing the button.



Heart Monitor - Keep an eye on the Heart Monitor while you're exercising. Don't overexert...or else!



Out Of Business - This symbol appears on a store when you have dumped all the crates for that store.

Press the button to drop a crate you are carrying. To put crates into the dumpster, face the front of the dumpster and walk your man into the dumpster. Press the button to get off exercise equipment (bench press). (See page 2 for keyboard and joystick controls.)

BLOCKALANCHE



Object: Pack your blocks in as tightly as possible, trying not to leave any open spaces. The level is over when any part of a settled block breaks through the glass top of the grid. If you drop your block before time runs out, you will get to pick one of three blocks to drop next.

Single Player: To advance to the next level, you must fill the grid up to the percentage value marked by the arrow on the percent scale. If you fail, you will remain on the same level. Dropping your block faster will give you more points for that block. As the levels get higher, the percentage will increase and the time allowed to drop your blocks will decrease.

Two Players: Same as the single player game with each player taking turns.

Competition Play: The first player to drop the block after it touches the glass will get to pick the next block to fall. For each time in a row you are first to drop the block, you will get more points. If time runs out before the block is dropped, the computer will pick the next block to fall. The player who doesn't break through the glass top will win the level and get bonus points for blocks dropped.

Press and release the button to rotate your block clockwise. To drop your block press and hold the button. (See page 2 for keyboard and joystick controls.)

Play against one of our three computer characters.



ROB

Surf's up... and so is this guy's ego! In fact, it's so big that he has a tendency to trip over it, which you can use to your advantage in Blockalanche and Diskman. Rob's not as bright as he thinks he is, but he's just as mean and he believes in winning through intimidation. He proves his strength in TankBattle and Lost 'N Maze!



SARA

What a little brain! All you gamers *beware!* Sara is a spoiled and very nasty little redhead who really hates to lose. She likes to tease the boys and beat them at their own game. If you beat her at Diet Riot or Lost 'N Maze, she's sure to throw a fit! See if you can give her a reason to! As much as you're tempted to beat her... it's not as easy as you might think!



STAN

He's the kind of nerd you love to hate--he's always right, and he's always willing to prove it. And just when you think you've got his number, he comes up with a different equation! Stan looks down his nose at Diet Riot and TankBattle, but he'll play just to prove himself right again. He's never been beaten at Blockalanche or Diskman... so it's up to you!

CODE-BOOK: 0002

FUTURE CLASSICS COLLECTION

Software Security

Code Book

v1.0

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SOFTWARE SECURITY CODE-BOOK

USER INSTRUCTIONS

To utilize the code-book, you must type in the 5-digit number at the indicated PAGE, LINE, and COLUMN location of the code-book and then press the <ENTER> key. The location of the number will be displayed within a requester that will 'come-up' immediately after the program starts executing. You will be given three attempts to correctly enter the 5-digit number before the system will be reset. The following message will be displayed if you type in the wrong number:

(INCORRECT, try again!)

Below is a representation of what the requester looks like:

CODE-BOOK: 0002		
Please enter number at:		
Page	Line	Column
01	20	D
00000		
(and press <ENTER>)		

For example, if you were presented with the above requester, you would look up the number at page (1), line (20), and column (D). This number is (63560), so you would go ahead and type '63560' and then press the <ENTER> key. The program would then begin executing. As mentioned before, you are allowed (3) attempts to enter the number. If for some reason you wish to exit the requester before entering the correct number, you may do so by pressing the <ESC> key.